GURUMIN
A Monstrous Adventure
EVERYONE 10+
E
10+
CONTENT RATED BY
ESRB
MASTIFF

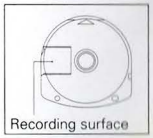
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

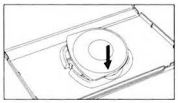
Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play. • Do not use the console when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

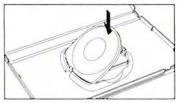
• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.


Recording surface



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

"PlayStation", "PS" Family logo, and "PSP" are registered trademarks and "UMD" is trademark of Sony Computer Entertainment Inc. "Memory Stick Duo" and "Memory Stick PRO Duo" are trademarks of Sony Corporation.

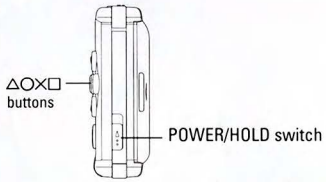
ULUS 10228

TABLE OF CONTENTS

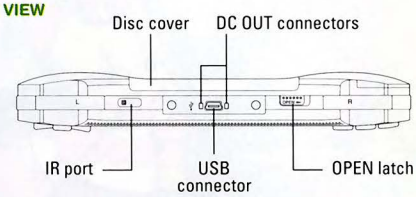
GETTING STARTED 2
STARTING UP 3
MEET PARIN.....5
PLAYING THE GAME.....6
THE LEGENDARY DRILL 14
EXPLORING DUNGEONS 16
ITEMS.....18
CLEARING DUNGEONS 20
TOWN ACTIVITIES.....22
MONSTERS?! 26
OTHER MONSTERS 28
PHANTOMS 29
TIPS.....30
CREDITS 31
CUSTOMER SERVICE AND WARRANTY 33

GETTING STARTED

RIGHT SIDE VIEW



FRONT VIEW



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. Insert the GURUMIN™: A Monstrous Adventure disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD™ icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

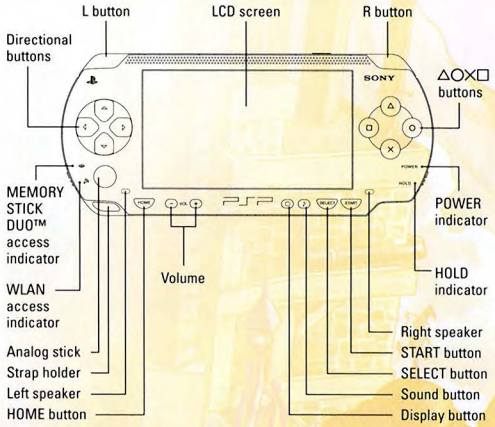
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of your PSP®. Saving game data requires a Memory Stick Duo™ with at least 400 KB of free space. Never remove the Memory Stick Duo™ from its slot while loading or saving game data. Game data saved on one PSP® cannot be loaded on a different PSP®.

STARTING UP

PSP® (PlayStation®Portable) System Configuration



BASIC NAVIGATION

To select menu options, use the ⬆ and ⬇ directional buttons or analog stick to navigate the menu options. Highlight the desired option and press the ⊗ button to accept. To select a menu option, follow the on-screen button prompts and press the ⊗ button to accept and the △ button to go back.

IN-GAME CONTROLS

Directional buttons	Move your character
Analog stick	Same as directional buttons
⊗ button	Attack/Select/Talk/Examine Hold down to charge up your drill power. Release to perform a charge attack.
○ button	Jump/Cancel
△ button	Move the camera behind your character
□ button	Guard Dash
L button / R button	Rotate the camera left and right
L button + R button	Rotate the camera toward the enemy
START button	Open the Sub-Menu/Skip cut scenes
SELECT button	Turn off cut scene voices

MEET PARIN

Parin is an adventurous twelve-year-old girl. Although she can be a little sarcastic at times, she's always kind to those around her.

Her parents are famous archeologists who excavate ancient ruins. As a little girl, Parin joined them on their adventures. However, when her parents made plans to go abroad, they decided she needed a more stable home. So, Parin was sent by steam locomotive to live with her grandfather, Hyperbolic.

When she arrived in the sleepy mining town of Tiese, Parin was disappointed to hear that she was the only child in town. As she began to explore her new home, she discovered a dog barking at a little girl. She had finally found a friend! But her new friend had a secret...

PLAYING THE GAME

Insert the GURUMIN™: A Monstrous Adventure disc into your PSP® (PlayStation®Portable) system and turn it on. After the game starts up, you will be presented with the title screen. Press any button on the title screen to display the main menu. Here you can choose to start a new game or continue a saved game.

GURUMIN
A Monstrous Adventure
PRESS BUTTON
©2007 Mastiff, L.L.C. Mastiff and the Mastiff logo are trademarks of Mastiff, L.L.C. Gurumin and Gurumin: A Monstrous Adventure are trademarks of Nihon Falcom Corporation. ©2004-2007 Nihon Falcom Corporation. All rights reserved.

STARTING A NEW GAME

Select "Start New Game" from the main menu to play the game from the very beginning.

1. Name Entry

Enter a name for your character. By default, your character is named "Parin." To use another name, delete the existing name and use the cursor to select the letters of the new name. When you are finished, select OK to continue.

NAME ENTRY SCREEN

Quit .....Cancel name entry.

Del.....Delete one letter. Pressing the ◉ button has the same effect.

OK .....Play the game using the name you have entered.

2. Difficulty

Select the game difficulty.

NORMAL

After a game over, you'll restart with half of your HP restored.

BEGINNER

This is an easier mode for those who are not familiar with Action RPGs. In Beginner mode, enemies are easier to defeat, the game will assist you with jumps, icy areas are not slippery, traps and falling objects do little damage, and after a game over, you'll restart with all of your HP restored.

If the game seems too difficult at first, try playing on Beginner mode!

If you're an expert at action games, try mastering the game on Normal to unlock even more challenging modes!

PLAYING THE GAME

CONTINUING A SAVED GAME

Select "Continue" from the main menu to load a saved game and resume playing where you left off.

There are 8 save slots. Each slot displays the character's name, the total play time, and the game difficulty. The slot with the star next to it is the one that you played last since turning off your PSP® (PlayStation®Portable) system.

GAME SCREEN

1. HP	Displays Parin's health points (current and maximum). Your HP goes down when you take damage. If it reaches 0, it's game over!
2. Drill Meter	The blue bar is your Drill Meter. As your drill increases in power, the Drill Meter will increase. Holding down the ⊗ button will charge up your drill and make the Drill Meter turn orange. When your drill is at maximum charge, it will begin to flash. Releasing the ⊗ button will perform a charge attack.
3. Headgear	Displays the icon for your currently equipped headgear.
4. Element	Displays the element of your currently equipped drill parts.
5. Chests/Jars	Some headgear allows you to see the number of chests or jars in the current dungeon. The icons will flash when you get near a chest or jar.
6. Money	Displays the amount of Pockles you have collected. Pockles are the currency of Gurumin.
7. Junk	Displays how many pieces of Junk you have collected.

WORLD MAP

The World Map is used to move from one area to another. You can enter areas marked with a [!] by pressing the ⊗ button.

NEW!.....A newly unlocked dungeon.
CLEAR!.....A cleared dungeon.
MASTER!! .....A dungeon that you cleared with an S ranking or higher.

SUB-MENU

Press the START button to open the Sub-Menu. Press the START button again or press the ◉ button to close the menu. The Sub-Menu has two tabs: "Items" and "System." Use the left and right directional buttons to switch between them.

SYSTEM

LEAVE AREA

Leave the current area and return to the world map. You will keep the items and money that you have collected, but if you leave a dungeon before you reach the end, it won't count as being cleared.

PLAYING THE GAME

SYSTEM Continued...

SAVE
Select a save slot and press the ⊗ button to save your game.

NOTE: If you save inside a dungeon, you will start from the dungeon entrance when you load the saved game. This game does not have an auto-save feature, so be sure to save your game before you quit!

CONTROL MANUAL / SPECIAL MOVES
Displays a manual for the game's controls and list of combat skills that you can learn on your adventure. Check these if you forget how to perform a special move. Use the left and right directional buttons to move from page to page. Press the ◉ button to exit.

ALBUM
Displays your collection of Pictures. Use the left and right directional buttons to move from page to page. Press the ◉ button to exit.

RETURN TO TITLE
Quit your current game and return to the title screen.

ITEMS

HEADGEAR
Headgear is a kind of equipment that Parin can wear to increase her abilities or give her special bonuses. She can only wear one type of headgear at a time. Headgear is listed on the Sub-Menu in blue text. The currently equipped headgear will have a check-mark over its icon. To equip a piece of headgear, select it on the Sub-Menu and press the ⊗ button.

CONSUMABLE ITEMS
Consumable items have various effects, such as restoring Parin's HP or drill power. Select an item on the Sub-Menu and press the ⊗ button to use it.

OTHER ITEMS
Other items like drill parts and medals you've collected will also be listed on the "Items" tab.

BASIC CONTROLS

EXPLORE!!
Press the analog stick or directional buttons in the direction you want to go.

JUMP!!
While standing still or moving, press the ◉ button to jump.

TALK!!
Stand in front of a character and press the ⊗ button when "Talk" appears to talk to them.

EXAMINE!!
When "!" or "Check" appears, press the ⊗ button.

PLAYING THE GAME

ATTACKS/SPECIAL ATTACKS

HOW TO ATTACK

When an enemy appears, press the ⊗ button to attack with your drill!

When you get within attack range, the targeting cursor will appear.

LAUNCH ATTACK

Press the ⊗ button and ◉ button simultaneously to launch an enemy up into the air.

DRILL DESTRUCTION

Your drill can destroy all kinds of things. Use it on jars, rocks, pillars and more to collect the coins hidden inside.

CHARGE ATTACK

Some things can't be destroyed by normal attacks. Hold down the ⊗ button to charge up your drill power and release to attack.

When you charge up your drill, the orange bar will fill up.

Release the ⊗ button when your charge is at maximum to do a corkscrew attack!

GUARD DASH

Press a directional button (or the analog stick) along with the ◉ button to perform a Guard Dash. This allows you to move quickly to dodge enemy attacks or traps. Note: You cannot be damaged by most attacks during a Guard Dash.

TARGETED AIR ATTACK

When you have an enemy targeted, press the ◉ button to jump. When the color of the targeting cursor changes, press the ⊗ button. You'll fly toward the enemy and attack them!

MAKE A CHAIN!

After a Targeted Air Attack hits, you can jump again. And if there's another enemy nearby, you can perform another attack! Keep doing this to reach high areas!

Press the ◉ button and ⊗ button with correct timing to keep the chain going!

CRITICAL ATTACK

When the targeting cursor changes color, star symbols will appear along its outside edge. If you time your attacks to the rhythm of the music (so that the attack will hit just as the stars overlap at the top of the cursor) you will do 1.5 more damage than usual.

EXPLOSION ATTACK

If you throw an enemy up into the air and then quickly perform a Targeted Air Attack, you'll do double damage! If you keep doing it, the enemy will explode!

THE LEGENDARY DRILL

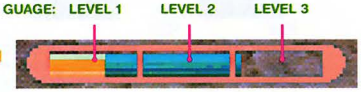
Legend has it that this drill was used by a human hero when he fought the evil dragon Tokaron, but it's been stuck in the ground in the Monster Village Square ever since.

Many have tried, but no one has been able to remove it.

Some say it is awaiting a new owner...

DRILL POWER

Your Drill Power affects how much damage your drill attacks will do. Taking damage will reduce your Drill Power, and destroying things with your drill will increase it. When one bar of the Drill Gauge fills up, your Drill Power will go up by one level. When your drill goes up in level, it will change shape and do more damage.


DRILL GUAGE: LEVEL 1 LEVEL 2 LEVEL 3
Blue: Drill Power
Orange: Charging up your drill will make the Drill Meter turn orange. When your drill is at maximum charge, it will begin to flash.

DIGGING IN THE DIRT...

If you find a patch of soft earth, you can drill it by pressing ⊗ button. This will increase your Drill Level by 1.

DRILL PARTS

By using different drill parts, you can add special effects to your attacks and special moves.

Drill parts have an elemental alignment such as fire or frost. If you find one, equip it and try it out! If you attack an enemy and "Guard" is displayed, that phantom is resistant to your drill's current alignment and your attacks will do less damage than normal. Try changing parts. If "Weak Point" is displayed, then your current alignment will do extra damage to that enemy.

EXPLORING DUNGEONS

BOXES

You will see 3 types of boxes in dungeons:

IRON BOXES
These metal boxes cannot be moved or destroyed.

REINFORCED BOXES
These stronger boxes can be moved but not destroyed.

WOODEN BOXES
These brown wooden boxes can be moved or destroyed.

MOVING BOXES

Stand in front of a box to grab it.

Then push a directional button or the analog stick in the direction you want to move the box. Press the ⊗ button or ◉ button to let go of the box.

You can move boxes to help you reach high locations...

...or put them on switches to activate them.

HEAL POINTS

Use a Heal Point to heal all of the damage you have taken.They're very refreshing!

SWITCHES

Get close to a switch and press the ⊗ button when "Check" appears to operate it. Switches can open doors or activate mechanisms.

BREAKABLE WALLS

You can use your charge attack to break open sections of walls that are cracked. You might find secret passages or hidden treasure!

LIFTS AND PLATFORMS

If you stand in the middle of a stationary lift, it will take you to another location.

To use moving platforms, you'll need to jump on them with the right timing.

TRAPS

There are many kinds of traps in dungeons, from spiked floors to poisonous gases. You can use different types of headgear to reduce the damage you take from traps.

SIGNS

Someone has helpfully placed signs throughout the dungeons you will be exploring, giving you hints and warning you of danger. Pay attention to them!

RIDDLES

Some dungeons are guarded by skeleton signs. They won't let you past unless you solve their riddles. To do so, you may need to perform some kind of action or enter a secret password (see page 7 for instructions on entering text).

ITEMS

COLLECTABLE ITEMS

POCKLES

Pockles are the primary currency in the world of Gurumin. Silver coins are worth one pockle, Gold are worth 5 pockles, and Bronze coins are worth 10 pockles each.

JUNK

If you see a phantom using some kind of equipment, hit them with a charge attack to knock it off of them.

You can then collect it as Junk. You can also find junk in trashcans. Use it in town to upgrade your equipment.

MYSTERY BAGS

You may find Mystery Bags in dungeons. What's inside? Maybe you should try asking someone in town...

WEIRD ITEMS

Some of the items you find may not have an obvious use. Try reading the item's description carefully to figure out what you should do with it. If you select the item on the Sub-Menu and press the ⊗ button, Parin will say something about it that might serve as a clue.

RESTORATIVE ITEMS

SWEETS

You can buy sweets at Fan's Cake Shop in town, and you may find them in dungeons as well. Select one on the Sub-Menu and press the ⊗ button to eat it.

Parin just loves sweets. In fact, she likes them so much that they restore her HP when she eats them.

DRILL OIL

You can buy drill oil in town or find it in dungeons.

Power Oil increases your Drill Level.

Energy Oil temporarily prevents your Drill Level from decreasing, even if you take damage.

CLEARING DUNGEONS

When you clear a dungeon, you will be given a score and rank based on how many enemies you defeated, how many jars you smashed, how many times you got a game over, and how long it took you to finish.

MEDALS

Each time you clear a dungeon you will also get a medal. The medal you get will depend on how good your rank is. If you can find someone who collects medals, you might be able to exchange them for something nice...

GAME OVER

When your HP reaches 0, it's game over! You'll have to start again from the last checkpoint in the dungeon. You'll keep all of the money, items, and junk you've collected, but all traps and enemies will be reset. And depending on the difficulty level, you may restart with only some of your HP restored.

TOWN ACTIVITIES

TIESE

Tiese is a mining town located high up in the mountains. Nearly everyone who lives there works in the nearby mine, so there is no one Parin's age for her to play with.

And because most of the people are away in the mine during the day, Tiese can look pretty deserted at times – maybe even a little spooky. That might be why there are so many rumors of strange things going on in the town...

TOWN ACTIVITIES

BUYING RESTORATIVE ITEMS

You can buy healing items like Chocolate and Shortcake from Fan's Cake Shop. Be sure to stock up before you go into a dungeon!

FAN

Fan is an easygoing young woman who runs the town's cake shop. She acts a little like a big sister to Parin, who often visits the shop. Recently, her cakes have mysteriously started disappearing...

BUYING AND UPGRADING HEADGEAR

You can buy new headgear and upgrade your current headgear at Disk's Discount Shop. You can use pockles to buy headgear, but upgrading it requires Junk.

DISK

Disk runs the town's discount shop. He's friendly and cheerful, although he can occasionally be a bit of a pushy salesman. Recently, he's decided to branch out and start upgrading equipment in addition to just selling it...

BUYING DRILL PARTS AND OIL

You can buy drill parts and oil from Cylinder the miner. He doesn't have a shop, but he can usually be found wandering around town – especially near Fan's Cake Shop. His inventory changes from time to time, so you'll need to talk him often if you want to get the latest equipment.

CYLINDER

Cylinder is a demolitions expert who works in the mine when he isn't trying to pick up girls. Some people say that he's hiding a traumatic experience of his past...

OPENING MYSTERY BAGS

Mystery bags could contain just about anything. Some people just love the thrill of opening mystery bags, so why not save them until you find someone who would like to open them?

PAMELA

Although she can be a bit of a gossip and a busybody, Pamela is genuinely concerned about Parin and tries to keep an eye out for her. People say that she loves surprises...

TRADING MEDALS

You'll get a medal for each dungeon that you complete. Trade them to a medal collector for pockles or rare items.

HYPERBOLIC

Hyperbolic is Parin's grandfather and the mayor of Tiese. He's been getting more and more absentminded in recent years, but he has always treated Parin kindly. It could just be that he has trouble remembering, but for some reason he always seems to change the subject when asked about his childhood...

MONSTERS?!

MONSTER VILLAGE

Monster Village is located in a different world from that of the humans, and can only be accessed using a dimensional rift. For this reason, humans are seldom seen there. Although it usually a calm and peaceful little village, recently some monsters calling themselves "Phantoms" have been stirring up trouble for its residents.

PUKU

Puku is Pino's big brother and unofficial leader of the monsters who live in Monster Village. He also acts as Parin's friend and advisor. He always seems to keep calm, no matter what the situation.

PINO

Pino can be a bit clumsy and has a tendency to get lost, but she is also sweet and kind and loves her brother Puku very much. As the only female monster in the village, she is something of a celebrity.

Over the centuries, parts of nature such as rocks, trees, and animals have developed a sort of intelligence, and these are what people refer to as "monsters." They cannot be seen by human adults – only children – and this has led many people to doubt their very existence.

PIERRE

After studying in France, Pierre fell in love with the French language and culture, and does his best to act like a refined gentlemonster. He and his dove Francois can't let a day go by without having afternoon tea and croissants.

CHUCKY

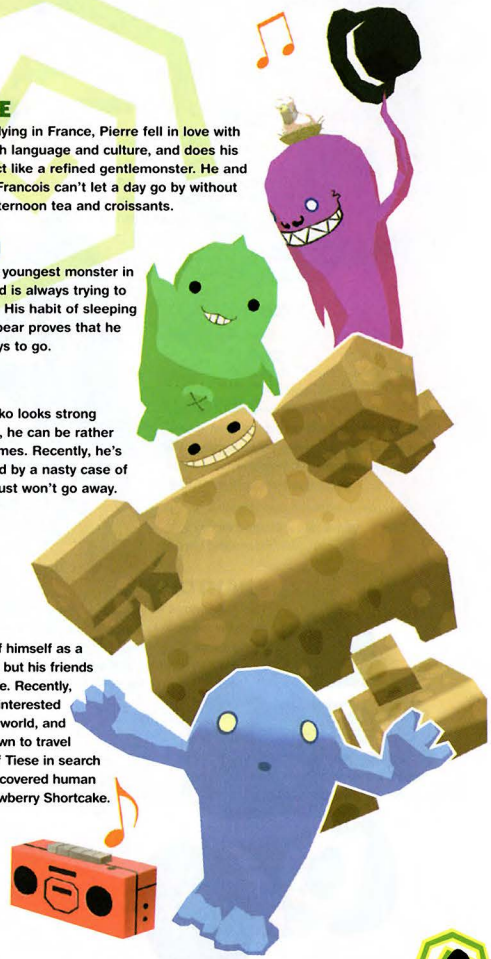
Chucky is the youngest monster in the village and is always trying to act grown up. His habit of sleeping with a teddy bear proves that he still has a ways to go.

ROCKO

Although Rocko looks strong and imposing, he can be rather insecure at times. Recently, he's been bothered by a nasty case of erosion that just won't go away.

POCO

Poco thinks of himself as a suave dancer, but his friends might disagree. Recently, he's become interested in the human world, and has been known to travel to the town of Tiese in search of a newly discovered human delicacy: Strawberry Shortcake.



OTHER MONSTERS

DOUG & DIGBY

These mole brothers are experts at digging. Doug is a hard worker who hates to lose and thinks of Parin as his rival. Digby recently returned to Monster Village after a short career as a rock musician. He has a tendency to get distracted when he starts digging and often ends up getting lost.

DOC

Doc is a scientist who has a lab on the outskirts of Monster Village. He spends all of his waking hours performing experiments.

MOTORO

Motoro is a mysterious cat monster who seems to be following Parin around. He must be very shy – he always runs away when she tries to talk to him.

PHANTOMS

The mysterious Phantoms suddenly appeared in the monster world a few years ago. No one knows where they came from or what they want. Many of them are very aggressive and have started to threaten the residents of Monster Village.

PHANTOMS

GIGA

The Prince uses this giant Phantom as his mount and bodyguard. Giga has incredible destructive power, but very little in the way of intelligence.

THE PRINCE

A mysterious figure who acts as the leader of the Phantoms. He is a master of many different weapons and is quite cunning as well. His true goals are a mystery.

THE PRINCE'S SERVANTS

In addition to his army of normal Phantoms, the Prince has four servants who are particularly formidable. Parin will have to face each of them before she can fight the Prince.

MOSBY

A moth-like Phantom, Mosby speaks a language that no one can understand. Still, he's a loyal servant of the Prince and will stop at nothing to defeat his enemies (at least that's what they think he said).

BOB

Bob's strength and confidence are matched only by his stupidity. His armor is said to be nearly impenetrable.

ROGER

Roger is a fish Phantom with a tendency to get emotional. He is always competing with Cream for the Prince's attention.

CREAM

Cream is a spunky female Phantom with a bit of an attitude problem. She's always fighting with Roger about which one of them the Prince likes best.

TIPS

THE WORLD OF GURUMIN IS FILLED WITH SECRETS!

There are many hidden items and events to be found in the world of Gurumin. To find them all, you'll need to talk to the townspeople and monsters every chance you get, and completely explore every dungeon while looking for breakable walls and objects. Good luck!

HOLIDAY GOODIES?

The world of Gurumin celebrates the holiday season, too! Try playing during certain days in December or January and see what kind of special goodies you can find.

CREDITS

MASTIFF

Head Woof
Bill Swartz

Big Woof, Japan
Mika Hayashi

Sales Woof
Dimitri Criona

Numbers Woof
Charles Van

Honorary Woof, PR
Michael Meyers

Production Pup
Kenan Alpay

GURUMIN TEAM

Producer
Mika Hayashi

US Version Programming

Arc System Works
Minoru Kidooka
Kimiaki Kusabuka

Hyde
Shin-ichiro Iseri
Suguru Hirokawa
Kazuya Sakamoto
Keisuke Matsuoka

Lead English Translator
Evan Emswiler

Script Editor
Eric Lindstrom

Additional Translation and Writing
Mieko Mochizuki, the Monster Master
Bill Swartz
Kenan Alpay

Testing
iBeta Software Quality Assurance

Voice Talent

Parin
Amber Hood

Puku / Prince
Justin Shenkarow

Motoro / Bob
Steve Blum

Pino / Chucky / Pamela
Kim Mai Guest

Rocko / Digby / Puchi
Dee Bradley Baker

Pierre / Doug
Robin Atkin Downes

Cream / Mosby / Baby Tokaron
Tara Strong

Roger / Poco
Quinton Flynn

Hyperbolic / Giga
Michael Gough

Honorary Woof, Casting and Voice Direction
Kris Zimmerman Salter

Recording
Soundelux Design Music Group

Gurumin Japan Staff

Programmer
Hideyuki Yamashita

Lead Artist
Hiromi Okada

Artist
Shunsuke Itou

Scenario Writer
Toshihiro Kondo

Cut Scene Director
Shuji Nishitani

Music & Sound (Sound Team jdk)
Mieko Ishikawa
Hayato Sonoda
Opening Movie Creators
Kei Nakamura
Ayumu Ookusa
Yuu Toukairin
Tomoko Takahashi

PR
Hidefumi Inaya
Atsushi Hoshino
Ai Tamai
Fumika Murakami

"GuruGuru Tonight!"
(Opening Theme Song)
Vocals: Watanabe Ikarusu
Chorus: Kazuko Itou
Guitar: Kouhei Wada
Lyrics: Team GuruGuru
Arrangement: Yukihiro Jindou
Recording: Kazuhiro Miyasaka (PRESSTONE)

"Friends"
(Ending Theme Song)
Vocals: Ayako Shibazaki
Lyrics: Kyou Hifumi
Arrangement: Kimitaka Kogo
Recording: Kazuhiro Miyasaka (PRESSTONE)

Special Thanks
Rie Kobayashi
Michiyo Sakai
Noriyuki Chiyoda
Kure Software Koubou
FieldY

Director
Takayuki Kusano

Supervisor
Shinji Yamazaki

Producer
Masayuki Katou

NOTES

CUSTOMER SERVICE AND WARRANTY

Mastiff, LLC (Mastiff) warrants to the original purchaser of this product that the medium on which this program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase.

This warranty shall be void and moot if the defect in this Mastiff product has arisen through neglect, abuse or any attempt to use the product other than as specified in this manual. This warranty is in lieu of all other warranties whether written or verbal, and no other representations or claims of any nature shall be binding on or obligate Mastiff. All implied warranties, including but not limited to the warranties of merchantability and fitness for a particular purpose are waived to the extent permitted by applicable law. In no event will Mastiff be liable for incidental or consequential damages resulting from possession, use or malfunction of the Mastiff product.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have specific legal rights which vary from state to state.

Technical Support

Please contact Customer Service by e-mail at:
customerservice@mastiff-games.com

Visit Mastiff online at www.mastiff-games.com

Mastiff LLC, 2762B Octavia Street, San Francisco, CA 94123

©2007 Mastiff, LLC. Mastiff and the Mastiff logo are trademarks of Mastiff, LLC. Gurumin and Gurumin: A Monstrous Adventure are trademarks of Nihon Falcom Corporation. ©2004-2007 Nihon Falcom Corporation. All rights reserved.

Falcom©
Used under license from Nihon Falcom Corporation

MASTIFF

©2007 Mastiff, LLC. Mastiff and the Mastiff logo are trademarks of Mastiff, LLC. Gurumin and Gurumin: A Monstrous Adventure are trademarks of Nihon Falcom Corporation. ©2004-2007 Nihon Falcom Corporation. All rights reserved. The ratings icon is a trademark of the Entertainment Software Association. All other trademarks belong to their respective owners.

"SIMPLY TOO GOOD A GAMING EXPERIENCE TO PASS UP"
– Play Magazine

"A TRULY STANDOUT TITLE!"
– Newtype USA

Experience brilliantly diabolical dungeons, traps, puzzles and fantastic boss encounters in an epic 3D action RPG from the creators of the Ys series, master RPG maker Nihon Falcom.

Level up and master the Legendary Drill to crush enemies and environments. Special moves and combo attacks wreak havoc.

Interact with 23 unique characters, collect over 90 items, find and forge equipment to defeat over 45 enemy types.

Cut scenes voiced by an all-star cast and a driving soundtrack accent a captivating tale of Humans, Monsters and Phantoms.

Five difficulty levels, tons of secret costumes and modes to unlock, four addictive mini-games.

1 Player | Memory Stick Duo™ 400 KB

www.gurumin.us

Falcom©
Used under license from Nihon Falcom Corporation

MASTIFF 2762B Octavia, San Francisco, CA 94123

©2007 Mastiff, LLC. Mastiff and the Mastiff logo are trademarks of Mastiff, LLC. Gurumin and Gurumin: A Monstrous Adventure are trademarks of Nihon Falcom Corporation. ©2004-2007 Nihon Falcom Corporation. All rights reserved. All other trademarks and copyrights are property of their respective owners. All other trademarks belong to their respective owners.

Licensed for distribution in North America and Mexico on the PSP® (PlayStation®Portable) system. "UMD" is a trademark of Sony Computer Entertainment Inc. "PlayStation", "PS" Family logo, and "PSP" are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required. Memory Stick Duo is a trademark of Sony Corporation. The ratings icon is a registered trademark of the Entertainment Software Association.

8 59292 00022 5

Manufactured and printed in the U.S.A.
U.S. AND FOREIGN PATENTS PENDING.

EVERYONE 10+
E 10+
Mild Fantasy Violence
Mild Suggestive Themes
Tobacco Reference
ESRB CONTENT RATING www.esrb.org

UMD™ UNIVERSAL MEDIA DISC

MASTIFF

PSP

GURUMIN™: A Monstrous Adventure

ULUS 10228

UMD™ UNIVERSAL MEDIA DISC

PSP

GURUMIN™
A Monstrous Adventure

EVERYONE 10+
E 10+
CONTENT RATED BY ESRB

MASTIFF